Snake And Ladden brome -> concept And Coding				
D Rough Flow → To get requirements Object Idutification.		Rough	for.	f
Board → nxn 36 7: 12/3/4/5/6				
Requirement (darification	object	Identify	ication	
O How many die we should assume? I the should be scalable	→ dice → Soa → Boa → Plan	ee, Lada		
How many snakes & Lodder in game? Sety time we should be able to dynamically define. 3 winning condition				
- Any one wind, game of finish. - on till two players last.				

Board home (Il Board board; Jump Jump; Dice dice Deque < Player > players; Player winner; Board (all[][] cells; Jump Player Dice int dicesount; stering idi int rollDice(); ist surrentles Snoke Ladder